

In the claims:

1. (currently amended) A video game management system comprising:  
a housing having a front face and at least one bay formed in the front face;  
at least one movable storage module disposed in the at least one bay, wherein the storage module is constructed and arranged to store at least one of a disk and a memory card in a sliding tray disposed in the at least one bay; and  
at least one controller clip, wherein the controller clip is configured to cradle a video game controller; and  
a surge suppression system constructed and arranged to provide surge protected power to one or more electronic devices, wherein the surge suppression system includes one or more surge protected power outlets.
2. (original) The video game management system of claim 1, wherein the controller clip is constructed and arranged to accept a video game controller cord.
3. (original) The video game management system of claim 1, wherein the controller clip is removable.
4. (previously amended) The video game management system of claim 1, wherein the storage module is constructed and arranged to store at least one of a DVD, a CD ROM, and a video game disk.
5. (canceled)
6. (original) The video game management system of claim 1, wherein the storage module includes a closable door.
7. (original) The video game management system of claim 1, wherein the storage module further includes a label.
8. (previously amended) The video game management system of claim 1, wherein the video game management system is constructed and arranged to store at least one of a DVD, a CD ROM, memory cards, and a video game disk in their original cases.

9-10. (canceled)

11. (currently amended) The video game management system of claim 9 1, further comprising a power on and a surge protection status light.

12. (currently amended) The video game management system of claim 9 1, wherein the surge suppression system further provides surge protection to one or more electronic devices through at least one jack.

13. (previously amended) The video game management system of claim 12, further comprising at least one of a coaxial cable jack, a RJ 45 jack, and a RJ 11 jack.

14. (canceled)

15. (currently amended) A video game management system comprising:  
a main housing having a front face with at least one bay formed in the front face;  
at least one removable controller clip, wherein the controller clip is configured to cradle a video game controller and to accept a video game controller cord;

a surge suppression system disposed within the housing, wherein the surge suppression system is constructed and arranged to provide surge protected power to one or more electronic devices through at least one jack; and

at least one movable storage module disposed within the at least one bay in the main housing, wherein the storage module ~~is constructed and arranged~~ includes one or more sliding trays that are constructed and arranged to store at least one of a disk and a memory card.

16. (canceled)

17. (previously amended) The video game management system of claim 15, wherein the storage module is constructed and arranged to store at least one of a DVD, a CD ROM, and a video game disk.

18. (canceled)

19. (original) The video game management system of claim 15, wherein the storage module further includes a door.

20. (original) The video game management system of claim 15, wherein the storage module further includes a label.

21. (previously amended) The video game management system of claim 15, wherein the video game management system is constructed and arranged to store at least one of a DVD, a CD ROM, a memory card, and a video game disk in their original cases.

22. (canceled)

23. (currently amended) The video game management system of claim ~~22~~ 15, further comprising at least one of a coaxial cable jack, a RJ 45 jack, and a RJ 11 jack.

24-27. (canceled)

28. (previously amended) A video game management system for use with a video game console comprising:  
a housing having a front face with at least one bay formed in the front face;  
storage means for storing video game components, wherein the storage means are disposed in the at least one bay; and  
surge protected power means for providing surge protected power to at least one electronic device.

29. (previously amended) A video game management system for storing objects used in conjunction with an electronic device comprising:  
a housing having a front face with at least one bay formed in the front face, wherein the housing includes ~~support portions~~ mounting feet on a top surface of the housing to support a video game console or other electronic device and wherein the support portions are constructed and arranged to provide an airflow passage between the video game console or other electronic device and a surface of the housing;

at least one removable storage module disposed in the at least one bay, wherein the storage module is constructed and arranged to store at least one of a disk, a DVD, a CD ROM, a video game disk and a memory card; and

a surge suppression system disposed within the housing, wherein the surge suppression system is constructed and arranged to provide surge protected power to one or more electronic devices.

30-35. (canceled)

36. (new) A video game management system comprising:

a housing having a front face and at least one bay formed in the front face;

at least one movable storage module disposed in the at least one bay, wherein the storage module is constructed and arranged to store at least one of a disk and a memory card in a sliding tray disposed in the at least one bay;

at least one controller clip, wherein the controller clip is configured to cradle a video game controller; and

a surge suppression system constructed and arranged to provide surge protected power to one or more electronic devices, wherein the surge suppression system includes one or more surge protected power outlets, and a power on and surge protection status light.